ing ports, drivers, memory, software, and firmware to communicate with and control gaming machine operations, such as through the execution of coding stored in memory **207** including one or primary game modules **202**, including executable code and data structures such data structures for performing the primary game in the mode **230**, and data structures for performing the primary game in the second, group gaming mode **232**. Game processor **205** connects to user interface **220** such that a player may enter input information, and game processor **205** may respond according to its programming, such as to apply a wager and initiate execution of a game.

[0066] Game processor **205** also may connect through network controller **210** to a gaming network, such as example casino server network **400** shown in FIG. **8**. Referring now to FIG. **8**, the casino server network **400** may be implemented over one or more site locations and include host server **401**, and an EGM configuration server **406** (in the preferred version the Everi Games Nitro Host server) for managing the configuration of multiple EGMs **100** on the network. A group display device **408** is coupled to network **400** may include its own controller and graphics processor for driving the group display in response to commands received over a network connection. The network may also include remote game play server **403** (which may be configured to provide game processor functionality including determining game outcomes and providing audio/visual instructions to a remote gaming device), a floor messaging server **404**, central determinant server **405** (which may be configured to determine lottery, bingo, or other centrally determined game outcomes and provide the information to networked gaming machines **100** providing lottery and bingo-based wagering games to patrons), progressive server **407** (which may be configured to accumulate a progressive pool from a portion of wagering proceeds or operator marketing funds and to award progressive awards upon the occurrence of a progressive award winning event to one or more networked gaming machines **100**), player account server **409** (which may be configured to collect and store player information and/or awards and to provide player information to gaming machines **100** after receiving player identification information such as from a player card), and accounting server **411** (which may be configured to receive and store data from networked gaming machines **100** and to use the data to provide reports and analyses to an operator). Through its network connection, gaming machine **100** may be monitored by an operator through one or more servers such as to assure proper operation, and, data and information may be shared between gaming machine **100** and respective of the servers in the network such as to accumulate or provide player promotional value, to provide server-based games, or to pay server-based awards.

[0067] Referring to FIG. **7**, a block diagram of an example casino server network system **400** associated with one or more gaming facilities is shown, including one or more networked gaming machines **100** in accordance with one or more embodiments. While some of the servers have been shown separately, they may be combined or split into additional servers having additional capabilities.

[0068] As shown, networked gaming machines **100** (EGM**1**-EGM**4**) and one or more overhead group displays **408** may be network connected and enable the content of one or more displays of gaming machines **100** to be mirrored or replayed on an overhead display. EGMs **100** may also feed celebration graphics directly to the overhead displays **408** in the course of providing games, for example to show a celebration for a large bonus win or group gaming mode win on a particular EGM **100**. Typically the overhead display function and group celebration scenarios are managed by a floor messaging server such as Nitro floor messaging server **404**, which receives messages from EGM's **100** to communicate group gaming mode wins, bonus game wins, or awards of other large prizes such as progressive prizes. The primary display content may also be stored by the display controller or game processor **205** and transmitted through network controller **210** to the overhead display controller either substantially simultaneously or at a subsequent time according to either periodic programming executed by game processor **205** or a triggering event, such as a jackpot or large win, at a respective gaming machine **100**. In the event that gaming machines **100** have cameras installed, the respective player's video images may be displayed on overhead display **408** along with the content of the player's gaming machine **100** and any associated audio feed.

[0069] In one or more embodiments, game server **403** may provide server-based games and/or game services to network connected gaming devices, such as gaming machines **100** (which may be connected by network cable or wirelessly). Progressive server **407** may accumulate progressive awards by receiving defined amounts (such as a percentage of the wagers from eligible gaming devices or by receiving funding from marketing or casino funds) and provide progressive awards to winning gaming devices upon a progressive event, such as a progressive jackpot game outcome or other triggering event such as a random or pseudo-random win determination at a networked gaming device or server (such as to provide a large potential award to players playing the community feature game). Progressive prizes may be made available to be won through display on the group gaming board in group gaming mode, as they are in base gaming mode. Accounting server **411** may receive gaming data from each of the networked gaming devices, perform audit functions, and provide data for analysis programs, such as the IGT Mariposa program bundle.

[0070] Player account server **409** may maintain player account records, and store persistent player data such as accumulated player points and/or player preferences (e.g. game personalizing selections or options). For example, the player tracking display may be programmed to display a player menu that may include a choice of personalized gaming selections that may be applied to a gaming machine **100** being played by the player.

[0071] In one or more embodiments, the player menu may be programmed to display after a player inserts a player card into the card reader. When the card reader is inserted, an identification may be read from the card and transmitted to player account server **409**. Player account server **409** transmits player information through network controller **210** to user interface **220** for display on the player tracking display. The player tracking display may provide a personalized welcome to the player, the player's current player points, and any additional personalized data. If the player has not previously made a selection, then this information may or may not be displayed. Once the player makes a personalizing selection, the information may be transmitted to game processor **205** for storing and use during the player's game play. Also, the player's selection may be transmitted to player account server **409** where it may be stored in asso-